

Badge

Badge A smart notification badge component for displaying counts, status indicators, and priority levels. Features intelligent number formatting (9+, 99+, 999+), multiple size variants including dots, semantic color states, and comprehensive accessibility support for enhanced user communication.

How to use ■ `import { AavaBadgesComponent } from "@aava/play-core"` ; Basic Usage ■ Simple badge implementations with counts and basic styling. Sizes ■ Four size variants to fit different interface requirements and visual hierarchy. Available Sizes ■ xs (Extra Small) - Minimal size for very dense interfaces and subtle indicators sm (Small) - Compact for dense interfaces and subtle indicators md (Medium) - Standard size for most use cases (default) lg (Large) - Prominent for important notifications and better accessibility Variants ■ Three variant types to serve different use cases. Available Variants ■ Default Icon Dots Accessibility ■ Built-in accessibility features ensuring inclusive user experience. Accessibility Features ■ Keyboard Navigation : Tab navigation and keyboard activation Screen Reader Support : Semantic HTML and ARIA attributes Focus Indicators : Clear visual focus states for navigation Color Independence : Information conveyed beyond color alone High Contrast : Enhanced visibility in high contrast modes Descriptive Content : Meaningful count and status information API Reference

■ Inputs ■ Property Type Default Description state 'high-priority' | 'medium-priority' | 'low-priority' | 'neutral' | 'information' | 'online' | 'offline' 'neutral' Semantic state determining badge color size 'lg' | 'md' | 'sm' | 'xs' 'md' Size variant of the badge variant 'default' | 'dots' 'default' Visual variant of the badge count number undefined Number to display (smart formatting applied) iconName string undefined Name of icon to display (from ava-icon) iconColor string 'white' Custom color for the icon iconSize number undefined Size of the icon in pixels customStyles Record<string, string> Properties ■ Property Type Description displayCount string Formatted count string (includes 9+, 99+, etc.) badgeClasses string Computed CSS classes for badge styling hasContent boolean Whether badge has count or icon content isDots boolean Whether badge is dots variant isSingleDigit boolean Whether count is a single digit (0-9) Methods ■ Method Parameters Return Type Description onKeyPress() - void Handle keyboard interaction (Enter/Space) CSS Custom Properties ■ Property Description --badge-font Font for badge text --badge-weight Font weight for badge text --badge-line-height Line height for badge text --badge-border-radius Border radius for badge --badge-padding Padding inside badge --badge-display CSS display property for badge --badge-align-items Vertical alignment of badge content --badge-justify-content Horizontal alignment of badge content --badge-gap Gap between badge elements --badge-default-background Background color for neutral state --badge-default-text Text color for neutral state --badge-default-border Border for neutral state --badge-primary-background Background color for primary state --badge-primary-text Text color for primary state --badge-primary-border Border for primary state --badge-secondary-background Background color for secondary state --badge-secondary-text Text color for secondary state

--badge-secondary-border Border for secondary state --badge-success-background Background color for success state --badge-success-text Text color for success state --badge-success-border Border for success state --badge-warning-background Background color for warning state --badge-warning-text Text color for warning state --badge-warning-border Border for warning state --badge-error-background Background color for error state --badge-error-text Text color for error state --badge-error-border Border for error state --badge-info-background Background color for information state --badge-info-text Text color for information state --badge-info-border Border for information state --badge-online-background Background color for online state --badge-offline-background Background color for offline state --badge-size-xs-min-width Minimum width for extra small badge --badge-size-xs-height Height for extra small badge --badge-size-sm-font Font for small badge --badge-size-sm-padding Padding for small badge --badge-size-sm-min-width Minimum width for small badge --badge-size-sm-height Height for small badge --badge-size-md-font Font for medium badge --badge-size-md-padding Padding for medium badge --badge-size-md-min-width Minimum width for medium badge --badge-size-md-height Height for medium badge --badge-size-lg-font Font for large badge --badge-size-lg-padding Padding for large badge --badge-size-lg-min-width Minimum width for large badge --badge-size-lg-height Height for large badge --badge-solid-background Background color for solid variant --badge-solid-text Text color for solid variant --badge-solid-border Border for solid variant --badge-outline-background Background color for outline variant --badge-outline-text Text color for outline variant --badge-outline-border Border for outline variant --badge-ghost-background Background color for ghost variant --badge-ghost-text Text color for ghost variant --badge-ghost-border Border for ghost variant --badge-dot-size Size of dot indicator --badge-dot-border-radius Border radius for dot (circle) --badge-dot-margin-right Margin right for dot --badge-icon-size Default size for icons --badge-icon-color Default icon color --badge-icon-margin-right Margin right for icons --badge-counter-background Background color for counter badges --badge-counter-text Text color for counter badges --badge-counter-font Font for counter badges --badge-counter-min-width Minimum width for counter badges --badge-counter-height Height for counter badges --badge-counter-border-radius Border radius for counter badges --badge-counter-padding Padding for counter badges --badge-font-family Font family for badge text

Best Practices

- **Design Guidelines**
- Use high-priority for urgent notifications requiring immediate attention
- Choose appropriate sizes based on interface density and importance
- Prefer neutral state for simple count displays
- Use dots variant for minimal status indicators without text
- Use icons for status indicators rather than counts
- Consider badge placement to avoid blocking important content

Accessibility

- Ensure badges convey information beyond color alone
- Provide meaningful text content for screen readers
- Use appropriate state colors that meet contrast requirements
- Test keyboard navigation thoroughly
- Consider announcing dynamic count changes to screen readers

Performance

- Avoid frequent count updates that trigger excessive re-renders
- Use OnPush change detection strategy for optimal performance
- Consider debouncing rapid count changes
- Cache computed properties for better performance

Technical Notes

- **Automatic Expansion**
- The badge automatically expands its width when

displaying multi-character content (like "99+" or "999+") while maintaining circular dimensions for single characters. **Icon vs Count Priority** ■ When both `iconName` and `count` are provided, the count takes priority and the icon is not displayed. Use separate badges for icon + count combinations. **Dots Variant** ■ The dots variant creates simple circular indicators without text content. It's ideal for status indicators, online/offline states, or any minimal visual cue that doesn't require text. **Keyboard Interaction** ■ Badges with `tabindex="0"` can receive keyboard focus and respond to Enter and Space key presses for custom interactions. **Component Selector** ■ The component uses the selector `ava-badges` (plural) for consistency with the component library naming convention.

```

<aava-badges
  [count]="5"
  [state]=" 'neutral' "
  [size]=" 'md' "
  (click)="onBadgeClick($event)"
  (keydown.enter)="onBadgeKeyPress($event)"
  (keydown.space)="onBadgeKeyPress($event)"
  tabindex="0"
  role="button"
  aria-label="Badge with count 5"
>
</aava-badges>

```

```

<aava-badges
  [count]="3"
  [state]=" 'high-priority' "
  [size]=" 'md' "
  (click)="onBadgeClick($event)"
  (keydown.enter)="onBadgeKeyPress($event)"
  (keydown.space)="onBadgeKeyPress($event)"
  tabindex="0"
  role="button"
  aria-label="Badge with count 3"
>
</aava-badges>

```

```

<aava-badges
  [count]="12"
  [state]=" 'low-priority' "
  [size]=" 'md' "
  (click)="onBadgeClick($event)"
  (keydown.enter)="onBadgeKeyPress($event)"
  (keydown.space)="onBadgeKeyPress($event)"
  tabindex="0"
  role="button"
  aria-label="Badge with count 12"
>
</aava-badges>

```

```

<aava-badges
  [count]="8"
  [state]=" 'information' "
  [size]=" 'md' "
  (click)="onBadgeClick($event)"
  (keydown.enter)="onBadgeKeyPress($event)"
  (keydown.space)="onBadgeKeyPress($event)"
  tabindex="0"
  role="button"
  aria-label="Badge with count 8"
>
</aava-badges>

```

```

onBadgeClick(event: Event): void {

```

```
    console.log('Badge clicked:', event);  
  }  
  
  onBadgeKeyPress(event: Event): void {  
    console.log('Badge key pressed:', event);  
  }  
}
```

```

<aava-badges
  [count]="1"
  [state]=" 'high-priority' "
  [size]=" 'xs' "
  (click)="onBadgeClick($event)"
  tabindex="0"
  role="button"
  aria-label="Badge with count 1 and xs size"
>
</aava-badges>

```

```

<aava-badges
  [count]="5"
  [state]=" 'medium-priority' "
  [size]=" 'sm' "
  (click)="onBadgeClick($event)"
  tabindex="0"
  role="button"
  aria-label="Badge with count 5 and sm size"
>
</aava-badges>

```

```

<aava-badges
  [count]="15"
  [state]=" 'low-priority' "
  [size]=" 'md' "
  (click)="onBadgeClick($event)"
  tabindex="0"
  role="button"
  aria-label="Badge with count 15 and md size"
>
</aava-badges>

```

```

<aava-badges
  [count]="99"
  [state]=" 'information' "
  [size]=" 'lg' "
  (click)="onBadgeClick($event)"
  tabindex="0"
  role="button"
  aria-label="Badge with count 99 and lg size"
>
</aava-badges>

```

```

onBadgeClick(event: Event): void {
  console.log('Badge clicked:', event);
}

```

■ No code found